NES-GK-UKV★

GUN.SMOKE™

INSTRUCTION BOOKLET

CAPCOM®

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

This game is licensed by Nintendo for play on the Nintendo *ENTERTAINMENT SYSTEM*™

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SAFETY PRECAUTIONS

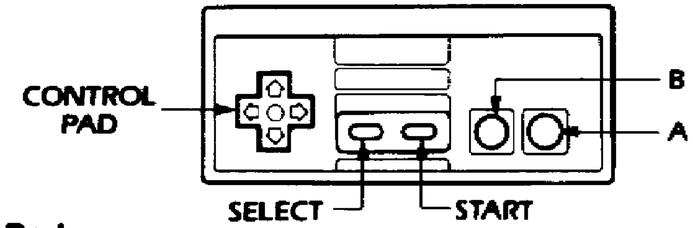
Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

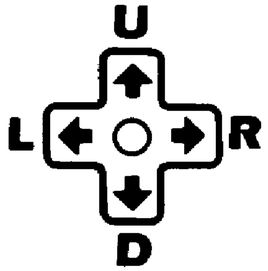
1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

"Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur."

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad
Each tip imprinted with letter to show direction or movement:



◄ moves **Billie Bob** left.
► moves **Billie Bob** right.
▲ moves **Billie Bob** forward.
▼ moves **Billie Bob** backwards.

Use Controller #1 Only

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Direction of Weapon Fire:

Hold Button **B** to Fire Left.

Hold Button **A + B** to Fire Straight.

Hold Button **A** to Fire Right.

Select Button: Used to purchase weapons from General Store and to open and close the Multi Window. (General Store)

Start Button: Used to Start Game and to Pause during game play.

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GUN.SMOKE STORY

GUN.SMOKE™ by CAPCOM® . . . returns the player and game star Billie Bob back to life in a small, bustlin' mining town during the infamous gold rush era.

GUN.SMOKE gives the game's one player the opportunity to combine personal skills with the fearlessness of Billie Bob. The brave combo sets forth to rid the flourishing township of ruthless gold-stealing bandits.

Every time the player and Billie Bob make a direct hit—especially a barrel—there's a release of hidden firepower. Billie Bob gains access to quick-acting ammunition, usually just in time.

Big hits means big saves. The **GUN.SMOKE** game player at the joystick controls determines the destiny of Billie Bob — and the fate of the gold mining town and its people.

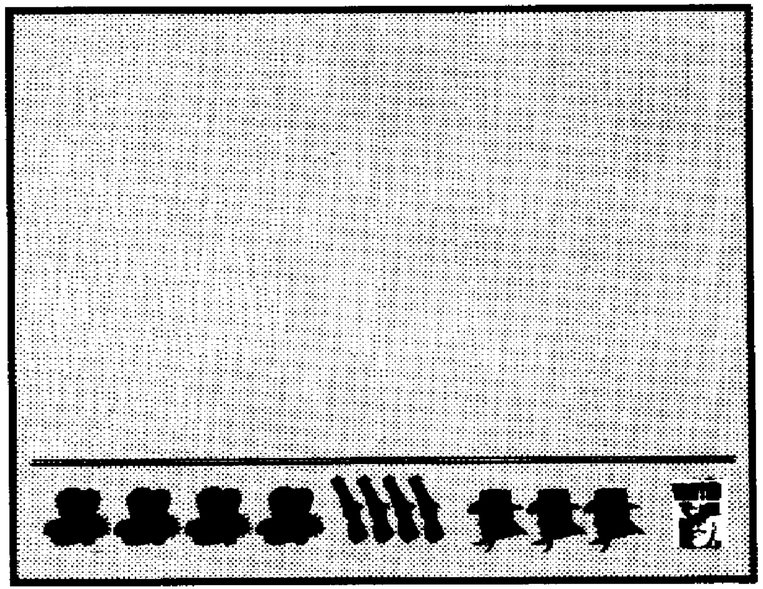
Are you ready to climb into the saddle and accept the Captain Commando challenge?

HINTS ON GAME PLAY

General Store — Press Select Button on Controller #1.

Weapons you aquire during game play. You can stock-pile 4 weapons each.

Note:
Boots, Guns will decrease by one when skull is picked up during game play.



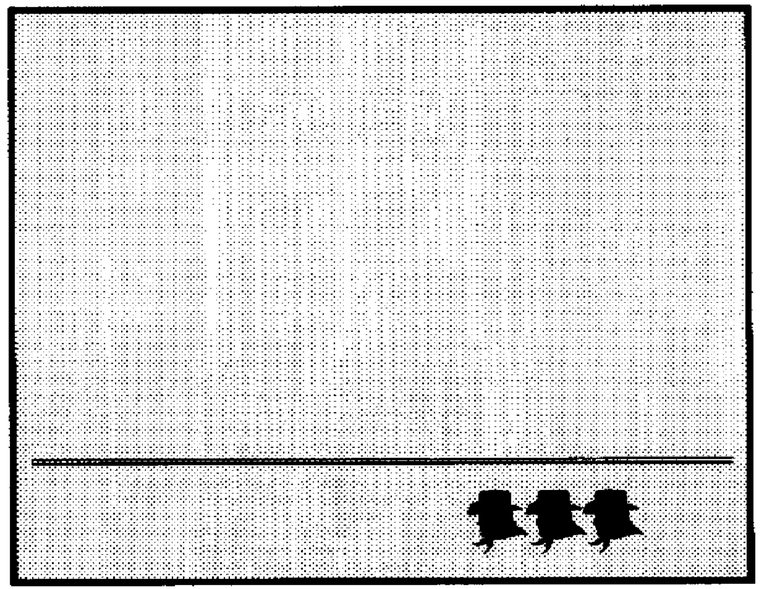
BOOTS RIFLES POSTER

HINTS ON GAME PLAY

Number of Players Left.

YASHICHI picked up gives you an extra player.

You can stock-up 3 players maximum.



NUMBER OF PLAYERS LEFT

HINTS ON GAME PLAY

WANTED POSTER:

You can't fight the final enemy character in each stage without having a **Wanted Poster.**

The Poster is hidden somewhere in the game. You need to shoot at an empty area on the screen to receive a poster. It requires 8 shots — sounds the same as if you hit a barrel.

Checking in the General Store (Pressing Select Button) to see if you have the poster. If you have enough money, you can purchase the poster.

HINTS ON GAME PLAY

HORSE:

The horse is hidden in a barrel in stage 1. It is essentially an extra man. The horse will withstand many hits from the enemy bullets. When he starts to blink, only 1 more hit will kill him.

A horse can be purchased from the General Store.

WEAPONS TO PURCHASE FROM GENERAL STORE

1. **SHOTGUN.** The shotgun shoots 5 bullets at a time.

2. **MACHINEGUN.** Shoots double bullets continuously by pressing Button "B".

3. **MAGNUM.** Very effective against high endurance of the enemy. One shot can even kill Blasto.

4. **NAPALM BOMB.** 4 times stronger than the double gun. Direction of the bomb is determined by direction of Billie Bob. You can inflict heavy damage on enemy.

ENEMY BOSSES

STAGE 1

Bandit Bill

STAGE 2

Cutter Boomerang

STAGE 3

Devil Hawk

STAGE 4

Ninja

STAGE 5

Fat Man

STAGE 6

Wingate

ENEMIES

PUNKS — Surround you and attack.

PUNK INDIANS — Surround you and attack.

DYNAMAN — Throws dynamite.

STABBER — He jumps off of buildings and rocks to attack you.

BLASTO — Uses shotgun to attack you.

SNIPER — Shoots from windows or holes in rocks.

ROCKS — Try and avoid falling rocks as they will hurt you. (4th Stage)

RIFLEMAN — Uses rapid firing rifle.

INDIAN (Bow) — Shoots arrows.

INDIAN (Fire Blowing) — Shoots fire balls from his mouth.

INDIAN (Ax) — Throws axes at you.

LEVELS OF GUN.SMOKE

		NAME OF BOSS
1	Town of Hicksville	Bandit Bill
2	The Boulders	Cutter Boomerang
3	Commanche Village	Devil Hawk
4	Death Mountain	Ninja
5	Cheyenne River	Fatman Joe
6	Fort Wingate	Wingate

CONTINUATION

Press Select during Title Screen to Select Continue — Press Start.

CAPCOM®

PREMIER
WORLD-WIDE
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DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan
Stampato in Giappone